DOCUMENT RESUME

ED 115 382 PS 008 219

AUTHOR	Cohen, Davene
TITLE	CAPIT Toy Catalog.
INSTITUTION	Northwest Regional Educational Lab., Portland, Oreg.
SPONS AGENCY	National Inst. of Education (DHEW), Washington, D.C.
PUB DATE	Jul 75
NOTE	48p.
AVAILABLE FROM	Office of Dissemination and Installation Services, Northwest Regional Educational Laboratory, 710 S.W. Second Ave., Lindsay Bldg., Portland, Oregon 97204 (Paper, $2.95)
EDRS PRICE	MF-$0.76 Plus Postage. HC Not Available from EDRS.
DESCRIPTORS	Catalogs; Cognitive Development; *Early Childhood Education; Elementary School Students; *Games; Home Visits; Learning Activities; *Parent Education; *Play; Preschool Children; Reading Development; Resource Materials; Skill Development; Social Development; *Toys
IDENTIFIERS	CAPIT; *Children and Parents Involved Together; Northwest Regional Educational Laboratory

ABSTRACT

This catalog, a product of the CAPIT program (Children and Parents Involved Together), is designed to familiarize parents with durable, aesthetically appealing toys, games, tools, and materials which are readily available and have potential educational value. Home visitors in the CAPIT program use the catalog during their visits to help families select appropriate toys for their children. For each of the 33 items displayed in the catalog, information is presented about the contents, approximate age level for which the item is most appropriate, and skills the item can assist in developing. Although most of the toys are designed for preschool and elementary school children, the games and some of the toys may be adapted for use by older children and adults. All items are illustrated; sources for obtaining the item are provided at the end of the catalog. (ED)

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CAPIT TOY CATALOG

DEVELOPED BY
THE RURAL EDUCATION PROGRAM

ROWAN STUTZ, DIRECTOR

Northwest
Regional
Educational
Laboratory

U S DEPARTMENT OF HEALTH,
EDUCATION & WELFARE
NATIONAL INSTITUTE OF
EDUCATION

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A Shufflebook

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Threading
Playskool Play Chips
Pop-A-Lot
Shape-O
Form Fitter
Play Family Camper

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INTRODUCTI

PLAY AND CHILDREN GO TOGETHER. IN FACT, PLAY IS ONE OF THE MOST POWERFUL FORCES CHILDREN USE TO LEARN ABOUT THEIR WORLD. TOYS AN GAMES ARE THE TOOLS OF PLAY. THROUGH THEM, CHILDREN LEARN TO EXERCISE CONTROL OVER THEIR WORLD, TO UNDERSTAND THE SYMBOL SYSTE WITH WHICH THEY MUST DEAL, TO PRACTICE MANIPULATIVE AND MUSCULAR SKILLS, TO CREATE, TO EXPRESS THEMSELVES, TO EXPLORE QUANTITIES AND SHAPES AND FORMS. TOYS AND GAMES PROVIDE OPPORTUNITIES TO CCOPERATE, SHARE, TAKE TURNS, FOLLOW DIRECTIONS, LISTEN, AND RESP THEY PROVIDE OPPORTUNITIES TO MATCH, COMPARE, AND SORT. AS A RESULT OF THESE EXPERIENCES, CHILDREN CAN SEE MEANING IN THEIR WO

THE MAJOR PURPOSE OF A TOY OR GAME SHOULD BE TO BRING THE ENJOYME AND SENSE OF ACCOMPLISHMENT THAT COME THROUGH PLAY. TOYS AND GAM PROMOTE LEARNING BEST WHEN THEY ARE A PART OF PLAY, RATHER THAN ITS PURPOSE.

THE QUALITY OF PLAY, LIKE THE QUALITY OF WORK, IS ENHANCED BY USING GOOD TOOLS. A CARPENTER USING A SHARP, WELL-BALANCED SAW CAN DO A MORE EFFECTIVE JOB THAN A CARPENTER USING A SAW THAT IS DULL AND UNWIELDLY. THE SAME IS TRUE OF THE TOOLS CHILDREN USE AS THEY LEARN. TOYS THAT ARE WELL MADE, STURDY, AND ATTRACTIVE--WITH MOVING PARTS THAT MOVE AND FITTED PARTS THAT FIT CHALLENGE CHILDREN WITHOUT FRUSTRATING THEM. THEY ARE TOOLS THAT CAN HELP CHILDREN GROW. TOYS THAT ONLY LOOK AS IF THEY WILL WORK OR THAT ONLY REQUIRE CHILDREN TO WATCH, PROMOTE LITTLE GROWT

TOYS AND GAMES ARE THE TOOLS CHILDREN USE AS THEY LEARN. THEIR PARENTS' JOB IS TO PROVIDE THE BEST ONES POSSIBLE.

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ND GAMES ARE THE TOOLS CHILDREN USE AS THEY LEARN. THEIR
S' JOB IS TO PROVIDE THE BEST ONES POSSIBLE.

THE CAPIT TOY CATALOG IS ONE OF SEVERAL PRODUCTS OF A PROGRAM CALLED CAPIT (CHILDREN AND PARENTS INVOLVED TOGETHER). THIS PROGRAM IS DESIGNED TO SUPPORT PARENTS AS THEY DEVELOP NEW PARENTING SKILLS AND PROVIDE THEIR CHILDREN WITH OPPORTUNITIES TO LEARN AND GROW. CAPIT REACHES FAMILIES THROUGH HOME VISITORS, CALLED CAPITS, WHO HELP PARENTS WORK TOWARDS GOALS THEY HAVE CHOSEN TO PURSUE. CAPITS USE THE TOY CATALOG DURING THEIR VISITS TO HELP FAMILIES SELECT TOYS OR GAMES THAT PROMOTE PARTICULAR KINDS OF DEVELOPMENT.

THE ITEMS SELECTED FOR INCLUSION IN THE CATALOG ARE ALL READILY AVAILABLE IN TOY STORES AND TOY DEPARTMENTS OR THROUGH MAJOR SCHOOL CATALOGS. THESE MATERIALS CAN BE USED FOR SEVERAL AGE GROUPS IN A VARIETY OF WAYS. THEY HAVE DURABILITY AND AESTHETIC APPEAL. IN ADDITION, THEY ARE SAFE TO USE AND EASY TO MAINTAIN. ALL HAVE POTENTIAL EDUCATIONAL VALUE.

THE CONTENTS OF THE CATALOG REPRESENT A BASIC SET OF MATERIALS FOR THE CAPIT PROGRAM. HOWEVER, IT IS EXPECTED THAT USERS WILL CONTINUE TO EXPAND IT.

FOR EACH ITEM DISPLAYED IN THE CATALOG, INFORMATION IS PRESENTED ABOUT CONTENTS, APPROXIMATE AGE LEVELS FOR WHICH THE ITEM IS MOST APPROPRIATE, AND SKILLS THE ITEM CAN ASSIST IN DEVELOPING.

PEOPLE USING THE CATALOG AS A MEANS OF SELECTING A TOY OR GAME ARE ENCOURAGED TO BECOME WELL ACQUAINTED WITH THE ITEM THEY HAVE SELECTED BEFORE USING IT WITH CHILDREN. THIS ACQUAINTANCE PERIOD ALLOWS TIME TO EXPLORE THE MANY POSSIBLE WAYS THE TOY OR GAME MAY BE USED TO ASSIST THE DEVELOPMENT OF AN INDIVIDUAL CHILD. IT TAKES TIME, THOUGHT, AND EFFORT TO PROVIDE SUITABLE GAMES AND TOYS FOR A CHILD'S USE. THE ITEMS IN THIS CATALOG PROVIDE A STARTING POINT.

ANY GROUP INTERESTED IN MORE INFORMATION ABOUT THE ENTIRE CAPIT PROGRAM SHOULD CONTACT:

ROWAN STUTZ, DIRECTOR
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NORTHWEST REGIONAL EDUCATIONAL LABORATORY
710 S.W. SECOND AVENUE
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PHONE (503) 248-6835

GAMES

YAHTZEE

CONTENTS

Direction booklet, 1 dice cup, 1 set of 5 Yahtzee dice, 1 Yahtzee score pad, 2 pencils, Yahtzee bonus chips, game board

APPROXIMATE AGE LEVEL

Older children and adults, but can be easily adapted for younger children down to the age of 4

DESCRIPTION OF GAME

The object is to obtain the highest score for one or more games. Each player can play the game in several ways. Each must set a goal and then develop a strategy for reaching that goal.

USES OF GAME

Developing number concepts
Developing ability to participate in sequence

POLLYANNA

CONTENTS

Game board, 8 dice, 4 tumblers, 16 playing pieces

APPROXIMATE AGE LEVEL

All ages

DESCRIPTION OF GAME

The object is for each player to get all four of his/her playing pieces to the center of the board before other players. Moves are made according to throws of the dice. There are obstacles in the way of reaching the center of the board, so the strategy of the game is to avoid obstacles by using "turnouts" (safe areas) and "own color" spaces.

USES OF GAME

Learning to follow rules
Learning to use number and color concepts

PARCHEESI

CONTENTS

Game board, 8 dice, 16 playing pieces, 4 tumblers

APPROXIMATE AGE LEVEL

9 years and up

DESCRIPTION OF GAME

The object is for each player to get his/her pieces "Home" before the other players. Various strategies may be used to reach the goal: blockades against opponents, capturing opponents, etc.

USES OF GAME

Developing number concepts
Developing projection and strategy making skills

TWISTER

CONTENTS

1 spinner, 1 vinyl game sheet

APPROXIMATE AGE LEVEL

6 years and up

DESCRIPTION OF GAME

The object is to outmaneuver one's opponent in placing hands and feet on colored circles as directed by the spinner.

USES OF GAME

Developing gross motor coordination through stretching, reaching, balancing
Understanding directions by putting body parts in appropriate circles
Improving body awareness in relation to other people

TELL IT LIKE IT IS! THE UNGAME

CONTENTS

Ungame board, adults' and children's decks of "Tell It Like It Is" cards, pawns, numbered cube

APPROXIMATE AGE LEVEL

5-105!

DESCRIPTION OF GAME

The object is, "To make interpersonal communications entertaining and educational." Three to six people may "play." Everyone participates and shares ideas and opinions about a variety of subjects, both as indicated on cards and in spontaneous talking as indicated by directions.

USES OF GAME

Developing listening skills
Developing social relationships across age lines

NUMBERS, LETTERS & WORDS

MAGNETIC BASIC FORMS

CONTENTS

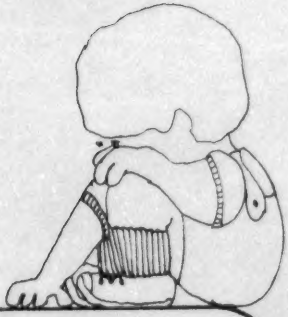
33 brightly colored shapes with built-in permanent magnets

APPROXIMATE AGE LEVEL

3-7, but easily adapted for older children

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing colors and shapes
Creating new shapes, forms, figures by combining pieces on the board
Describing forms and figures created
Telling stories about pictures made on the board
Guessing shapes while blindfolded and feeling the forms



ALPHABET BOARD

CONTENTS

Upper and lower case letters (one set of each) with built-in permanent magnets

APPROXIMATE AGE LEVEL

3-7, but easily adapted for older children

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing letters
Beginning reading
Devising letter and word games

NUMBERS BOARD

CONTENTS

Numerals 0-9 and symbols for math operations, with built-in permanent magnets

APPROXIMATE AGE LEVEL

3-7, but easily adapted for younger children

USES OF ACTIVITY

Developing eye-hand coordination
Learning concepts of quantity-number
Applying number concepts to daily life situations such as banking, shopping
Devising math games

DELUXE NUMBERITE

CONTENTS

11 puzzle-fit boards, each with flocked numerals (0-10), corresponding number word, and set of peg-holes for quantity represented, box of wooden pegs; set of cardboard numerals (0-10) with flocked backing

APPROXIMATE AGE LEVEL

4-6, but easily adapted for younger and older children

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing numerals
Recognizing quantity

MINI VERI TECH (Pre-Math Program)

CONTENTS

Pre-Math Perception Books 1-3 (Self-Corrective), Beginners Math Book (addition and subtraction to 12), sturdy plastic box containing plastic shape discs and design cards to be used with perception books

APPROXIMATE AGE LEVEL

3 and older

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing shapes
Recognizing quantity
Recognizing numbers

MINI VERI TECH (Reading Series)

CONTENTS

Vocabulary Workbook 1: Letters, sounds, endings, picture-word matching
Vocabulary Workbook 2: Vocabulary, sentence and story comprehension

APPROXIMATE AGE LEVEL

5 and older, or younger children with beginning reading skills

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing letters
Recognizing sounds
Recognizing words
Recognizing sentences
Comprehending words, sentences, stories

SORT AND SOUND WORD MAKING CARDS
(Sets 1-6)

CONTENTS

6 durable plastic boxes containing sturdy, laminated cardboard picture-letter segments that fit together to form a picture-story. Each segment contains one vowel or consonant, and part of the picture for that set.

APPROXIMATE AGE LEVEL

5 and older, or younger children with beginning reading skills

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing letters
Recognizing parts of pictures
Recognizing parts of words
Recognizing whole words and sentences
Comprehending words and sentences

UNILOCK PLASTIC INTERLOCKING LETTERS

CONTENTS

Durable plastic box, set of upper and lower case interlocking letters

APPROXIMATE AGE LEVEL

5 and older, or younger children with beginning reading skills

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing letters
Constructing words and sentences
Reading words and sentences
Comprehending words and sentences

APPROACH PICTURE AND WORD-BUILDING
(Sets 1-5)

CONTENTS

5 durable plastic boxes, each containing laminated cardboard picture-word cards with space for constructing word with individual letters, individual letters and pictures, list of words for each set

APPROXIMATE AGE LEVEL

5 and older, or younger children with beginning reading skills

USES OF ACTIVITY

Developing eye-hand coordination
Naming pictures
Recognizing letters
Recognizing words
Constructing words
Comprehending words

CUISENAIRE RODS

CONTENTS

An assortment of 155 unit rods: 50 white, 25 red, 16 light green, 12 purple, 10 yellow, 8 dark green, 7 black, 8 brown, 9 blue, and 10 orange

APPROXIMATE AGE LEVEL

3 and older

USES OF ACTIVITY

Developing comparison skills
Recognizing equivalents (equal lengths)
Creating patterns, designs and structures
Beginning to use mathematical concepts

ANIMALS

BARREL OF MONKEYS

CONTENTS

12 red, yellow, and blue "chimps" with linking arms

APPROXIMATE AGE LEVEL

3 years and up

USES OF ACTIVITY

Developing eye-hand coordination
Developing sense of balance
Identifying colors
Learning the value of patience when doing a difficult task
Sorting, counting, sequencing the "chimps"

EGGSTERS

CONTENTS

A "Mr. Potato Head"-type toy containing one large plastic "egg" with several holes for inserting body parts for 3 animal characters - "Pudgy Pup," "Lumpy Lion," "Bulgy Bear"

APPROXIMATE AGE LEVEL

5-9

USES OF ACTIVITY

Developing eye-hand coordination
Developing finger strength and dexterity
Creating animal characters

ZOO-IT-YOURSELF-FUNNY ANIMAL SET

CONTENTS

Colorful, sturdy plastic animal body parts for constructing dog, giraffe, elephant, and unusual animal combinations

APPROXIMATE AGE LEVEL

3 and older

USES OF ACTIVITY

Developing eye-hand coordination
Developing finger strength and dexterity
Recognizing animal body parts
Constructing dog, elephant, giraffe characters
Constructing original animal characters by combining different animals' body parts

ANIMAL CIRCUS

CONTENTS

Sturdy plastic clown, ringmaster, elephant, lion, giraffe, monkey and bear plus base and ladder sections to form trapeze (13 pieces in all)

APPROXIMATE AGE LEVEL

2-7

USES OF ACTIVITY

Developing career role understanding
Promoting dramatic play
Cultivating cooperative interactions

BUILDING & PUTTING TOGETHER

PLAYSKOOL KINDERGARTEN WOOD BLOCKS

CONTENTS

40 natural pine blocks with wood animal and car accessories (36 blocks in 9 shapes with 2 animal and 2 car accessories)

APPROXIMATE AGE LEVEL

1-9

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing shapes and sizes
Creating a child-size version of the "real world"

EARTHEN CLAY

CONTENTS

Clay which can be fired, painted, and glazed or kept soft

APPROXIMATE AGE LEVEL

All ages

USES OF ACTIVITY

Developing muscular strength of arms and hands
Learning how to create an original form or model
Acting out feelings with the clay (punching, pounding, pulling, smoothing)

PLAYSKOOL PARQUETRY BLOCKS

CONTENTS

32 wood blocks in 3 shapes and bright primary colors, which fit and relate to each other. Design sheets included to be used as needed

APPROXIMATE AGE LEVEL

3-6, but easily adapted for older children

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing colors and shapes
Creating color and shape combinations, contrasts, and designs

LEGO BUILDING SET

CONTENTS

149 "precision fit" pieces, in bright colors and a variety of sizes and shapes

APPROXIMATE AGE LEVEL

4 years and up (a special preschool set is available for younger children, as the pieces in the regular set are "bite size" and easily swallowed!)

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing colors
Recognizing size and shape
Acting out and constructing ideas and fantasies
Planning and organizing to build a desired project

PLAYSKOOL PLAY TILES

CONTENTS

224 plastic tiles in 3 basic shapes and colors, 1 tile board, 1 design sheet

APPROXIMATE AGE LEVEL

4-12, or older (not recommended for children under 3 because pieces may be easily swallowed!)

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing colors
Recognizing shapes
Creating an original design

FISHER PRICE PUZZLES
Owl and Babies
Puppy

CONTENTS

Wooden puzzle board and pieces, ranging from 6-9 items

APPROXIMATE AGE LEVEL

1½ - 3

USES OF ACTIVITY

Promoting the recognition of shape
Developing eye-hand coordination
Learning about constancy of form
Enhancing aesthetic appreciation

THE DO-IT BOOK

Lois Shodeen
LaVaughn Bangston

CONTENTS

Parent/teacher guidebook of suggested activities having to do with colors, safety, people, shapes, alphabet, numbers, foods, seasons, lacing, weaving

APPROXIMATE AGE LEVEL

2-6 years

USES OF ACTIVITY

Developing senses of seeing, hearing, touching, feeling
Learning concepts involved in the tasks of daily life
Developing social awareness
Improvising other kinds of activities related to those in the book

A SHUFFLEBOOK

Richard Hefter
Martin Stephen Moskof

CONTENTS

104 durable, wipe-clean pages
104 sets of words
Each page illustrated

APPROXIMATE AGE LEVEL

4 years and older, or younger children with beginning reading skills

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing words
Building an original story

SHAPES & SUCH

PLAYSKOOL NOK-OUT BENCH

CONTENTS

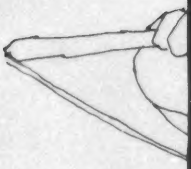
Workbench with 12 pegs and 1 hammer

APPROXIMATE AGE LEVEL

2-5 years

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing colors
Recognizing quantity-number
Using equipment and performing a function that is similar to work done by an adult



THREADING

CONTENTS

A stick on a long thin cord attached to a wooden block with round and oval threading holes--smooth, unfinished wood, no sharp edges

APPROXIMATE AGE LEVEL

2 and up

USES OF ACTIVITY

Developing eye-hand coordination
Following a threading pattern
Performing a skill used in everyday life

PLAYSKOOL PLAY CHIPS

CONTENTS

40 hardwood play chips in 4 different shapes (square, triangle, circle, hexagon) and colors (red, blue, green, yellow), each in its own plastic storage chamber

APPROXIMATE AGE LEVEL

1-3

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing colors
Recognizing shapes
Recognizing unusual shapes (the hexagon has elements of the other three shapes - circle, square, triangle)

POP-A-LOT

CONTENTS

Pop-A-Lot basket, bellows for "popping" ball out of basket, plastic ball

APPROXIMATE AGE LEVEL

4 and older, but easily adapted for younger children

USES OF ACTIVITY

Developing eye-hand coordination
Developing hand and arm dexterity
Use alone or with a partner
"Pop" and catch ball in basket
Aim ball at targets

SHAPE-O

CONTENTS

Durable plastic ball with variously shaped openings, matching shapes inside ball that can be taken out and re-inserted through appropriate openings
(Each shape is numbered (0-10) and contains corresponding number of dots for counting activity)

APPROXIMATE AGE LEVEL

Adaptable for babies, pre-schoolers, and school-age children

USES OF ACTIVITY

Developing eye-hand coordination
Using as a rattle
Using as a ball
Recognizing shapes
Recognizing numbers
Recognizing quantity
Using individual shapes for clay and sand molding, cookie cutting

FORM FITTER

CONTENTS

Sturdy plastic "Learning Cube" with 15 shape openings, 15 multi-colored shapes that fit corresponding openings in the cube

APPROXIMATE AGE LEVEL

1½ - 5

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing shapes
Recognizing colors
Remembering locations of openings in cube

PLAY FAMILY CAMPER

CONTENTS

Truck, camper, motorcycle, boat, mother, father, brother, sister, picnic table, chairs

APPROXIMATE AGE LEVEL

2-7

USES OF ACTIVITY

Promoting dramatic play
Learning about styles of living patterns
Cultivating cooperative play

SOURCES

INFORMATION CURRENT AS OF NOVEMBER 1974

Manufacturer	Toy	Page of CAPIT Catalog
Playskool, Inc. Division of Milton Bradley Co. Chicago, Illinois 60618	Playskool Kindergarten Wood Blocks	26
	Playskool Parquetry Blocks	28
	Playskool Nok-Out Bench	36
	Playskool Play Chips	38
	Playskool Play Tiles	30
	Twister	5
Paul S. Amidon and Associates, Inc. 5408 Chicago Avenue South Minneapolis, Minnesota 55417	The Do-It Book	32
A Child Guidance Toy Questor Education Products Co. Bronx, New York 10472	Magnetic Basic Forms	8
	Alphabet Board	9
	Numbers Board	10
	Form Fitter	41
E.S. Lowe, Co., Inc. 200 Fifth Avenue New York, New York 10010	Yahtzee	2
Parker Brothers, Inc. Salem, Massachusetts Des Moines, Iowa	Pollyanna	3
Lakeside Industries Division of Leisure Dynamics, Inc. Minneapolis, Minnesota 55435	Barrel of Monkeys	20
Selchow and Righer Co. Bay Shore, New York	Parcheesi	4
Lego Systems, Inc. Box 165 Norwalk, Connecticutt 06853	Lego Building Set	29

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Manufacturer	Toy	Page of CAPIT Catalog
Creative Playthings Princeton, New Jersey 08540	Threading	37
Au-Vid, Inc. Box 964 Garden Grove, California	Tell It Like It Is! The Ungame	6
Golden Press Western Publishing Co. Inc.	A Shufflebook	33
The Judy Co. Minneapolis, Minnesota 55401	Deluxe Numberite	11
Educational Teaching Aids Division of A. Daigger and Co., Inc. Learning Aids for Early and Special Education 159 W. Kinzie Street Chicago, Illinois 60610	Mini Veri Tech: Pre-Math Mini Veri Tech: Reading Sort and Sound Word Making Unilock Plastic Interlocking Letters Approach Picture and Word-Building	12 13 14 15 16
Tupperware Toys Dart Industries, Inc. Orlando, Florida 32802	Eggsters Zoo-It-Yourself Funny Animal Set Pop-A-Lot Shape-O	21 22 39 40
Fisher-Price Toys East Aurora Street New York, New York 14052	Play Family Camper Animal Circus Fisher-Price Puzzles	42 23 31
Cuisenaire Co. of America, Inc. 12 Church Street New Rochelle, New York 10805	Cuisenaire Rods	17

Earthen Clay may be purchased from art supply and ceramic shops.

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COMPILED BY ROBERTA WIRSHIP
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DESIGNED AND ILLUSTRATED BY ANITA LA RUSSO

PUBLISHED BY THE NORTHWEST REGIONAL EDUCATIONAL LABORATORY, A PRIVATE NONPROFIT CORPORATION SUPPORTED IN PART AS A REGIONAL EDUCATIONAL LABORATORY BY FUNDS FROM THE NATIONAL INSTITUTE OF EDUCATION, DEPARTMENT OF HEALTH, EDUCATION, AND WELFARE. THE OPINIONS EXPRESSED IN THIS PUBLICATION DO NOT NECESSARILY REFLECT THE POSITION OR POLICY OF THE NATIONAL INSTITUTE OF EDUCATION, AND NO OFFICIAL ENDORSEMENT BY THE INSTITUTE SHOULD BE INFERRED.

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JULY 1975

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